

```
num::num()
```

```
{  
    cout << "In constructor:"  
    x = 100;  
}
```

```
num::~~num()
```

```
{  
    cout << "In destructor";  
}
```

```
void num::display()
```

```
{  
    cout << "value of x is" << x << endl;  
}
```

```
int 32  
void main()
```

```
{  
    num a;  
    a.display();  
} return 0;
```

O/p:      In constructor:  
              value of x = 100  
              In destructor